

1 CLAIMS

2 What is claimed is:

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4 1. A method comprising:

5 arranging for a markup language rendering engine to be loaded
6 substantially near the beginning of an operating system initialization procedure;
7 and

8 providing markup language code suitable for use with the markup language
9 rendering engine, the markup language being capable of soliciting at least one user
10 input when rendered by the markup language rendering engine, the user input
11 being associated with a user logon process.

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13 2. The method as recited in Claim 1, wherein providing the markup
14 language code further includes providing user data, the user data being operatively
15 associated with the user logon process.

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17 3. The method as recited in Claim 2, wherein the user data includes
18 data selected from a set comprising a list of users, a text identifier, a graphical
19 identifier, a password enabled identifier, and password hint data, and related user
20 information data.

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22 4. The method as recited in Claim 2, further comprising:
23 configuring the markup language rendering engine to display at least a
24 portion of the user data based on the markup language code.
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1 5. The method as recited in Claim 1, further comprising:
2 configuring the markup language code to provide the user input to an
3 authorization entity for validation determination.

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5 6. The method as recited in Claim 1, wherein the user input includes at
6 least one input selected from a group of inputs comprising a user name, a user
7 identifier, and a password.

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9 7. The method as recited in Claim 1, wherein the markup language
10 code includes markup language code selected from at least one markup language
11 in a group comprising hypertext markup language (HTML), Dynamic Hypertext
12 Markup Language (DHTML), eXtensible Markup Language (XML), eXtensible
13 Hypertext Markup Language (XHTML), and Standard Generalized Markup
14 Language (SGML).

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16 8. A computer-readable medium having computer-executable
17 instructions for performing steps comprising:

18 arranging for a markup language rendering engine to be loaded
19 substantially near the beginning of an operating system initialization procedure;
20 and

21 providing markup language code suitable for use with the markup language
22 rendering engine, the markup language being capable of soliciting at least one user
23 input when rendered by the markup language rendering engine, the user input
24 being associated with a user logon process.
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1 markup language in a group comprising hypertext markup language (HTML),
2 Dynamic Hypertext Markup Language (DHTML), eXtensible Markup Language
3 (XML), eXtensible Hypertext Markup Language (XHTML), and Standard
4 Generalized Markup Language (SGML).

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6 15. An arrangement including a memory, a data storage device, a
7 display device, and a processor operatively coupled to the memory, data storage
8 device and the display device, the arrangement comprising:

9 a markup language rendering engine stored within the data storage device
10 and suitable for loading in the memory substantially near the beginning of an
11 operating system initialization procedure; and

12 markup language code suitable stored in the data storage device and
13 configurable for use with the markup language rendering engine, the markup
14 language being capable of soliciting at least one user input when rendered by the
15 markup language rendering engine onto the display device, the user input being
16 associated with a user logon process.

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18 16. The arrangement as recited in Claim 15, further comprising user data
19 stored in the data storage device and configurable for use with the markup
20 language rendering engine, the user data being operatively associated with the user
21 logon process.

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23 17. The arrangement as recited in Claim 16, wherein the user data
24 includes data selected from a set comprising a list of users, a text identifier, a
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26. The method as recited in Claim 22, wherein the markup language code includes markup language code selected from at least one markup language in a group comprising hypertext markup language (HTML), Dynamic Hypertext Markup Language (DHTML), eXtensible Markup Language (XML), eXtensible Hypertext Markup Language (XHTML), and Standard Generalized Markup Language (SGML).

27. A markup language based logon user interface arrangement for use in logging users onto an operating system of a computer, the user interface comprising:

a logon screen;

a user logon area within the logon screen, the user logon area visually identifying a plurality of users using text identifiers and graphical identifiers, such that each text identifier and graphical identifier are selectable by the user through the user interface and upon selection by the user cause the user interface to prompt the user to input a password; and

a single selectable shut down mechanism graphically located within the logon screen and configured to shut the computer down when selected through the user interface by the user.

28. The user interface as recited in Claim 27, wherein the logon screen is rendered substantially near the beginning of the initialization of the operating system using a markup language rendering engine.

29. The user interface as recited in Claim 28, wherein the logon screen is rendered during using markup language code selected from at least one markup language in a group comprising hypertext markup language (HTML), Dynamic Hypertext Markup Language (DHTML), eXtensible Markup Language (XML), eXtensible Hypertext Markup Language (XHTML), and Standard Generalized Markup Language (SGML).